

These are some basic ideas for an ‘inspiration generator’ to help ppl come up with ideas for post apocalypse games, if people could offer advice etc it would be welcome. I’m not going to post my own campaign synopsis here as this is a general Interlock site, it’s not for me to get help with my own campaign ideas, but if anyones interested its posted at:

<http://vfte.cyberpunk.co.uk/index.php?showtopic=6726&st=0>

Starting/random equipment:

Roll	clothes	Vehicle +1D100% fuel tank	Electrics +D100% battery	Personal kit	tools	Food (xD10)	Weapons (+D100rnds)	footwear
	-	-	-	-	-	-	-	-
5	Under wear	-	-	-	-	-	-	High heels
10	Women’s underwear	-	-	-	-	-	-	Sneakers / sports shoes etc
15	Fancy dress	-	-		-	-	-	sneakers
20	T-shirt +shorts	-	-		-	-	-	sneakers
25	T-shirt +shorts	-	-		-	-	-	sneakers
30	T-shirt +shorts	-	-	Wallet & cards	-	-	-	sneakers
35	suit	-	-	Wallet & cards	-	-	-	sneakers
40	suit	-	watch	Wallet & cards	-	-	-	sneakers
45	suit	-	MP3 player	keys	-	-	-	boots
50	suit	Skate board	Mobile phone	keys	-	-	-	boots
55	Everyday clothes	bicycle	Mobile phone	keys	spanner	snacks	-	boots
60	Everyday clothes	moped	Web phone	Used condom	wrench	Bag of flour	-	boots
65	Everyday clothes	Small suburban	Web phone	toiletries	Spirit level	Twinkie	-	shoes
70	Everyday clothes	Small suburban	PDA	Soft toy	hammer	Take away	-	shoes
73	Everyday clothes	Family saloon	vibrator	Make up	Staple gun	Loaf of bread	Punnet of raspberries	shoes
76	Everyday clothes	Family saloon	radio	tampons	Multi-tool	Frozen food	Improvised weapon	shoes
80	Fatigues	estate	torch	lighter	Tin opener	Bag of fruit	Small hand weapon	shoes
83	overalls	estate	Walkie	lighter	drill	500ml	Large hand	boots

			talkie set			Bottle H2O	weapon	
86	overalls	MPV	batteries	matches	pick	X days fresh food	Bow or Xbow	boots
90	waterproofs	MPV	Re-charger	backpack	saw	Crate of beer	SMG	skates
93	Cold weather gear	bus	Extension cord	Writing implements	crowbar	Large bottle spirits	handgun	wellingtons
96	Biker leathers	Sports car	Laptop	Tool belt	Lawn mower	X days tinned goods	Hunting rifle	waders
98	Fire retardant coveralls	pickup	Hand generator	webbing	Basic mechanics toolkit	2L bottles of drink	shotgun	Armoured boots
99	Stab vest	truck	Sat phone	compass	Basic electrical toolkit	5L H2O	Assault rifle	Garden aerators
100	Flak vest	Monster truck	NVG's	satnav	Chainsaw D10 mins fuel	MREs	Grenade launcher	Running spikes

Encounters:

Roll	Big city	Small town	rural	wilderness	highway	coast	river
01-09	-	-	-	-	-	-	-
10-19	Abandoned vehicle	-	-	-	-	-	-
20-29	Abandoned vehicle	-	-	-	-	-	-
30-39	Abandoned vehicle	Abandoned vehicle	-	-	-	-	-
40-49	Pack of animals	Abandoned vehicle	Abandoned vehicle	-	-	-	-
50-59	people	Pack of animals	animals	-	Abandoned vehicle	-	-
60-69	people	people	animals	-	Abandoned vehicle	-	-
70-74	people	people	people	New community	Abandoned vehicle	-	-
75-79	Survivors holed up	people	people	animals	people	people	
80-84	police	Dead cat	Loose farm animals	People	people	New community	animals
85-89	police	Survivors	people	vehicle	people	people	boat

		holed up					
90-95	military	police	military	Downed aircraft	military	wreck	people
96-00	Special forces	military	New community	survivalist community	police	Moored boat	New community

#people	Zero hour	Aftermath	Die back	stabilised	
city	D1000	D100	D10	D100	
town	D100	D100	"	D100	
Rural	D10	D10	"	D10	
Wilderness	D10	D10	"	D10	
Highway	D100	D10	"	D10	
Coast	D10	D10	"	D10	
river	D10	D10	"	D10	

NB, use city for a coastal city or river running through a city

Roll	condition	disposition	Stuff +% armed
01-14	Close to death	Attack on sight	rags
15-29	diseased	Friendly/helpful	A few measly crusts and a pointy stick.
30-39	Gibbering wrecks	Want to join forces	Food, poor armament D50% armed + D20 rounds left each
40-59	exhausted	neutral	All armed, very little food
60-79	Haggard	Unhelpful/distrustful	A weapon each + 2-3 clips & couple of days food
80-89	Okay considering.	deceitful	Well armed, plenty of survival gear
90+	Well fed and happy	Utter terror	So much stuff they can barely carry it.

Building condition:

Generally, the longer its been, the worse buildings are going to be. Maybe take 1 from D10 roll every decade

Building condition	city
1	Rubble
2	Burnt out shell
3	Highly structurally unsound

4	Severely decayed, roof coming in, windows long gone, doors off hinges
5	Looted and wrecked, broken windows, holes smashed in walls, bits of plaster everywhere
6	Looted and wrecked, broken windows, holes smashed in walls, bits of plaster everywhere
7	Patchy, holes in roof, windows missing/broken
8	Minor decay, sticky locks, electrics short 5% time, minor leaks
9	Minor decay, sticky locks, electrics short 5% time, minor leaks
10	Pristine

Loot in buildings:

These are (ideas of) the base chances. Looting (the chance of which will increase with time) and the occupants having removed things for their own use will lower the chances of finding useful items.

As a general guide the fewer people, the less looting. In a very populous place like cities chances could drop by maybe by 1/10th of the original % chance per day to a minimum of 1/10th. Less populous places like small towns, maybe every week, rural areas every month and wilderness every year. This might be slowed down by the fact that everyone is dead and therefore finds looting a bit hard. Some places like gun stores are going to be targeted for looting pretty quickly and are likely going to be stripped in hours, not days. The more anarchic the situation the quicker things are going to be stripped.

Also note that some types of food will go off pretty quickly as soon as power is cut. Medicines also have a shelf life, but this is *usually* quite conservative, most will last much longer than indicated. Antibiotics tend not to fit into this category though.

Supplies:	Guns & ammo	Food	Vehicle & fuel	Spares	medical	other
Gas station	60% 1 civilian weapon+ box ammo	90% lots of snacks	V 80% F 100%	50% car 20% truck (either indicates a mechanic's present)	80% first aid kit	50% tools 100% if spares present
Mall	-	100% anything u care to mention	V 95% in parking lot F 20% chance of gas station		100% first aid kit 80% pharmacy	20% civilian protective gear 80% chance most items
Apartment	20% civilian firearm + D3 boxes ammo	70% 1D10 days worth			10% first aid kit 30% 1d10 over counter medicines	2% civilian protective gear
Gunstore	100% civilian 10% military D100+100 boxes ammo	20% 1D10 snacks	20% D3 5gal jerry cans	95% gun spares	85% first aid kit	20% military protective gear 40% civilian

hardware	60% 1 civilian weapon+ box ammo	20% 1D10 snacks	90% 2-stroke oil	100%	90% 1 st aid kit	100% Bucketloads of tools
Farm	95% 1D10 civilian weapons	90% 3D10 days worth	100% D10 vehicles 10% petrol store 40% diesel store	80% vehicle 20% weapon parts	95% 1 st aid kit 70% 2D10 over counter meds 90% veterinary medicine	100% tools
Urban house	20% D3 civilian weapon +D3 box ammo each	80% 2D10 days worth food	50% vehicle 10% D10 gal fuel	10% vehicle 2% weapon	20% 1 st aid 70% 1D10 over counter meds	50% tools
Poor urban house	40% D3 civilian weapons +D3 box ammo 5% military weapon +D3 box ammo	60% D6 days food	20% vehicle 5% D10 gal fuel		10% 1 st aid kit 20% over counter meds 10% 1D10 doses illegal drugs	5% civilian protective gear 20% tools
factory	50% D3 handgun + D3 box ammo	50% cafeteria + 1D10 weeks food	1D10 vehicles	Depends on type of factory	100% D3 1 st aid kits	20% civilian protective gear
Police	100% 2D10 weapons +D10 box ammo each 80% 2D10 firearms (evidence)	50% cafeteria + 1D10 weeks food	70% D10 vehicles 60% 1D10 5 gal jerry cans	80% weapon spares	100% D6 1 st aid kits 80% illegal drugs D100 doses (evidence)	90% police protective gear
hospital		95% café 1D10 weeks food	60% 1D10 ambulances		100% stacks of medicine	10% biohazard gear

Joe crazy persons stuff:

The following is by Citizen X, it is his work, I do not claim authorship, it is just included here as I will likely use some of it, especially the state of the car stuff.

Random Town and overall state of infection

Overall state of occupants (1d6)

1. Fine, Calm, and Organized
2. Nervous and Jumpy
3. Disorganized and Paranoid
4. Hateful and Isolationist, although organized
5. Chaotic and extremely paranoid.
6. Complete Rioting and Survivalist

Presence of Creatures (1d10)

1. No Presence (Yet, Luck roll daily)
2. Sightings in surrounding country side.
3. Occupants have killed one or two but suspect more.
4. Outskirts have a minor infestation.
5. Town has an emerging trend of infestations.
6. Infestation present but may be controlled.
7. Small Infestation
8. Medium Infestation
9. Full Infestation
10. Swarm

Town Authority (1d10)

1. Barely armed band of civilians.
2. Armed Civilians
3. Local law enforcement and armed civilians
4. Local law enforcement.
5. Heavily armed law enforcement.
6. State troops and emergency services
7. National Guard and FEMA
8. CDC and military forces.
9. Special Forces military and top level government.
10. Black Ops purifier squads.

Authority's Clean-Up Response (1d10)

1. Ignore It.
2. Incompetent or half-hearted clean-up efforts.
3. Cooperative effort to eliminate threat.
4. Contain the problem and wait for additional help.
5. Evacuation, Medical Services, and Containment.
6. Containment and Cover-Up after evacuation.
7. Martial Law and fascist purges of infection areas.
8. Zealous cooperative clean-up with no evacuations.
9. Complete systematic purging of infection and then cover-up through murder and intimidation of witnesses.
10. Seal off the whole town and burn everything in it. Nothing escapes.

Town Supplies (1d8 roll)

1. Surplus of guns, gear, medical supplies, and food.
2. Good stores and stocked up supplies and food.
3. Sparse locations but abundant stores of supplies and food.
4. Sparse but moderately stocked stores of supplies.
5. Sparse and thin supply stores.
6. Dwindling stores of goods.
7. Almost no supplies that haven't already taken or half-used.
8. Bone Dry. Caught unprepared or reliant community.

Random Abandoned Vehicles and their states (1d100)

- 1-5. Car is fine, keys still in the ignition, passenger doors unlocked.
- 6-10. Car is fine, doors unlocked, no keys.
- 11-20. Car is fine, doors locked, no keys.
- 21-25. Car is fine, doors locked, keys still in ignition or in ashtray/cup holder.
- 26-30. Car has flat tire, doors locked, keys in ignition, -3 to drive checks.
- 31-35. Car has several dents (-1d8 x10% of SDP), unlocked doors, keys in ignition.
- 36-40. Car has 1d6/2 flat tires (cumulative -3 penalty to drive per tire), doors unlocked, and no keys.
- 41-45. Car has 1d6/2 flat tires (cumulative -3 penalty to drive per tire), doors unlocked, keys in ashtray.
- 46-50. Car has 1d6/2 flat tires and several dents (-1d8 x10% of SDP), unlocked doors, no keys.
- 51-55. Car has 1d6/2 flat tires, several dent's (-1d6 x10% of SDP), locked doors, 50% chance of having keys on sun visor or in ignition.
- 56-60. Car is fine, leak in gas tank (Awareness Difficulty 20), its range is ¼ unless the leak is sealed, unlocked doors, no keys.
- 61-65. Car is fine, leak in gas tank (Awareness Difficulty 20), its range is ¼ unless the leak is sealed, unlocked doors, keys in ignition.
- 66-70. Car is fine, locked doors, car alarm, no keys.
- 71-75. Car is rusted and unreliable (half SP and a 1d8 x10% chance of breaking down every 10 minutes), Unlocked doors, No Keys.
- 76-80. Car is rusted and unreliable (half SP and a 1d8 x10% chance of breaking down every 10 minutes), Unlocked doors, Keys in ignition.
- 81-85. Car is rusted (half SP), a door or doors stick (roll 1d4 for number of doors and then die appropriate for which doors. Stuck doors require Strength Feat Diff 20 to open), unlocked doors, keys 50% of the time.
- 86-90. Car is unreliable (1d8 x10% chance of breaking down every 10 minutes) and has no muffler making loud sounds, unlocked doors keys 50% of the time.
- 91-95. Car is rusted and dented (half SP, 1d8 x10% of SDP), unlocked doors 50% of the time, keys 50% of the time.
- 96-98. Car is missing 1d4 entire wheels and is dented (-1d8 x10% of SDP), unlocked, keys 50% of the time.
- 99. Car is fine, doors unlocked, everything is fine with full tank of gas and keys in ignition.
- 100. Car is rusted, unreliable, dented, has 1d6/2 flats, leaking gas tank, stuck doors, is locked and has keys 50% of the time.

Gas Tank Levels

Each car has 1d00% in the tank